

Zen and the Art of Mayhem

More Power More Damage Level 2

New Character Creations Rules

The level 2 rules introduce a new worlds of remarkable capabilities and expertise to the characters, new talents, flaws, and skills for characters to choose from. Buying new talents and removing flaws is now possible with luck points. Even experience levels are introduced to help balance the characters out. With level 2 rules combat becomes an even more important part of a game. New combat rules are introduced for hit locations when needed. Adding in battle smoke to those massive battles between warriors. Even advance rules for the gun shootouts. Characters can train in powerful martial arts, these advanced styles give the character great advantages in combat. Mighty attacks and formidable defenses and learned, allowing the warrior to surpass limitations of a normal person and perform deadly attacks. Each style is based on a doctrine, strength, speed, power, throws, even cleverness and evasion. Magic schools are also introduced allowing spells to be more refined and nasty. Each school is based on a principle of magic whether it is light, dark, shadow, runes, fire, nature, or even technomagic. Combat spells, defensive spells, deceptive illusions, and powerful wards, even magic healing spells are created by the schools of magic. Ki Mastery is used by warriors in combat. Using the energy to advance their abilities. Firing off powerful blasts across the battlefield. Mentalist study psionic disciplines allowing them to tap the powers of the mind. Mental telepathy, emphatic sensing, extra sensory perception, physical channeling, even psychokinesis abilities. New types of armor is introduced. Powered armor built with integrated weapons and systems. Mystic armor charged with metaphysical energies and powerful attacks. Even bio-armor a living organism able to boost a warrior's physical prowess. Advanced rules for cyborgs, robots, and androids, new weapons and equipment, all to enchant any game.

Level 2 rules open new options for character creation; these rules are in addition to the rules presented in the original Zen and the Art of Mayhem. Characters can choose the new talents, flaws, and skills when creating a character. If a player wishes to modify an already created character rule are given at the end of this section. Architects can feel free to allow any new rule they wish and ignore any they would like as well. If they think a new talent, flaw, skill, combat rule, etc... unbalances their game they can ban it.

New Talents and Flaws

The characters built with level 2 rules can choose the new Talents and Flaws listed here in addition to the ones listed in the main rules. Some new talents have additional rules that go with them that are listed later in Level 2 rules. Any player wishing to choose one of these talents should read through the rules before adding the talent to their character.

Major Talents

Battle Armor: The character has a powerful armor made from technological, mystic, or biological means. The armor provides not only protection, but also weapons and other advantages. See Battle Armor section to choose one.

Cybernetics and Bionics: Much of the body has been modified with the help of technology, giving the character the ability to upgrade their capabilities. Increased strength, greater endurance, memory upgrades, it is all possible. See Cybernetics and Bionics section for more information

Helping Hand: The character has incredible luck when they are trying to save others from danger. When trying to protect, rescue, or assist someone from danger they will receive a +5 to all rolls. This is something the character can't control, they can't put someone in danger to activate the talent, and they only get the bonus when trying to help another who themselves are in danger.

Ki Mastery: A character is trained to refine their Ki energy into very useful and dangerous technique. A character can chose 8 Ki mastery arts to learn and develop, once these eight arts are learned the character cannot learn any more arts. See Ki Mastery section for more information.

Mammoth Weapons: Oversized weapons are a favorite of allot of characters. Wielding swords as long as the character is tall, axes with heads as wide as the characters shoulders, claws the length of normal swords, clubs the size of tree trunks, even guns weighing as much as the character, firing rounds as large as their hands. See Weapons section for more information.

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Psi Discipline: This talent represents advanced training in the use of Psi abilities. Depending on the bent of the teacher a student can train in a number of specialized areas of psi abilities. A character can learn 8 psi expertise, but only eight. See Psi Discipline section for more information.

School of Magic: A character can refine their magic use with a School of Magic. Each school has a range of spells that they use. The character can choose up to eight spells, and are only able to choose one school to learn. See Schools of Magic section for more information.

Style of Martial Art: Each style of martial arts is a major talent. A character can take super martial arts and a style. This means the character has 10 points in martial arts talents. Characters cannot take two major styles of martial arts on a character sheet. If they wish to combine two styles or mix and match attacks the rules of how to do it follow the listing of the styles. See Styles of Martial Arts section to choose one.

Xtreme Mode: The character thrives off extreme situations, testing their physical limits trying to push themselves beyond. The tougher the challenge the harder they try to beat the odds. Once in a dangerous situation the character switches into Xtreme Mode, they receive +3 to all Physical action, in effect raising all physical stats by 3 for a short period of time. They will also receive +2 to all Comprehension rolls, as their awareness of what is happening around them increases. Finally the character adds 10 to their DAN, as they are able to shake off more damage in their heightened state. However these bonuses only kick in when the character is in danger, once the situation is underway the bonuses apply. If the character is ambushed, or caught by surprise, Xtreme Mode does not kick in until the following turn.

Minor Talents

Advanced Armor: Costume made armor, provides better protection with fewer negatives. Advanced armor fits the character like a glove giving them great flexibility, weapons and equipment can be built in as well. See Battle Armor for more details.

Always the First to Wake Up: The character has the uncanny knack of waking up before anyone else after being knocked out. They rise and get a look at the new situation before the others start to come too. Sometimes they even get to shake the others to get them to regain consensus.

Cling Tenaciously: The character has the ability to hold on tight to an object. With this talent they can't be forcibly removed. This talent can be used with clothing, that way the really short skirt never rides up.

Cybernetic Enchantments: In a technological world it is sometimes to great benefit to have the technology fused with the flesh. Characters can choose a cybernetic implant, see Cybernetics and Bionics.

Increased DAN: A character with this minor talent can calculate their DAN with a new Formula. Add a character three Physical Stat Divide by 2 then add body type. Most character will receive a higher DAN and a few more hit points to survive those tougher battles. $(Str+Speed+Coord)/2 + \text{Body Size}$

Knacks: Knacks may be magical abilities a character has that they don't even know they have. It's just something they can do when they concentrate on it. A character should only have 1 or 2 knacks at most, and the knack should not be all that high of a level. A knack is a good way to give a character some metaphysical skills without being a magical character. Choose a spell from the spell charts or schools of magic. The character can do this about once or twice a day.

Metaphysical Detection: Characters can feel the presence of metaphysical energies around them. Either from objects or people, they can concentrate and home in on where the power is coming from. The more powerful the source the stronger the feeling. Most of the time the character will have to actively try and detect the energies, but if a large burst of energy is released, like a powerful attack or spell, they can end up detecting it.

Names and Faces: The character has an uncanny ability to remember names and faces of people they meet. They never have a problem remembering someone they meet years ago, even if it is briefly. They also are able to see through disguises more easily than most, often getting a funny feeling when meeting some again that maybe disguised.

Obscure Facts: The character tends to remember obscure and strange facts that most people in their right minds don't bother to learn. Facts about historical events, or people, sometimes news events. These facts tend to come up at the weirdest times and seem to have nothing to do with anything, or do they.

Poison Resistance: A natural defense to poison can come in handy. Animal venom or manmade the character improves all checks against poison by one. A normal stat check is doubled, 1/2 check becomes normal, 1/4 becomes 1/2, etc...

Talk with People Miles Away: Usually a talent of a villain, the character can converse with people who are insight but not necessarily within earshot. Both people can use normal tone when speaking.

Trick Arrows: The bow and crossbow's usability can be greatly increase with a few trick arrows. These arrows come in handy and can be very usefully in tight spots. See Weapons Section for more information.

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Flaws

Code of Conduct: The character has a strict code of conduct that controls their action. The code is a set of rules that the character cannot break. The rules should be developed between the Architect and the player. Common rules include: defense only, never being a battle, no killing, never lie, etc...

Doesn't Know When to Quit: Backing down, beating a retreat, falling back all have no meaning to the character. They don't know when to stop, even when being beaten with little hope of making a comeback.

Fair Play: The character will fight others on even terms, if they are unarmed, they will fight unarmed. If they are using melee weapons the character will use melee weapons. If someone pulls a gun, then they can use a firearm.

Hot-Blooded: Injustice has away of pissing off the character, and they just can't set back and do nothing. Anything from the weak getting bullied, abuse of power, or someone taking advantage of the less fortunate. It gets their blood boiling and they feel they have to do something about it. Then there is people of authority that use there position for personal gain, or tyrants that try to keep people under their heel that the hot-blooded character just can't ignore.

Must Taunt Others: The character loves to taunt people, friends, enemies, bystanders, anyone who can be taunted will get taunted when the situation comes up. They will ridicule, tease, and mock them sometimes over trivial matters. If they see an opening to comment on a mistake or misfortune they will take it.

Overkill is a Sure Kill: There is no such thing as to much aggression, to much force. The character believes that not going all out is just prolonging a battle; there is no reason to hold back.

Over Looks Fallen Opponents: Once an opponent falls, is knocked back out of range, or seems like the fight has left them, they will ignore this opponent in favor of a more adept foe. It's almost like they forget they are there at all, allowing them to escape, or even mount a recovery without even checking on them.

Over Sell: A character with this flaw overreacts to pain. Anytime the take hit points of damage they roll around with a look of intense pain. They can't do anything while knocked silly. Sometimes this over sell causes many opponents to think the character is out for even though the damage was not that severe.

Rival: The character has a rival, someone who is pretty much just slightly better then they are. The rival always seems to show up, and although the two of them may not be enemies, they are always trying to out do the other. No matter how skilled and talented the character may become since the last encounter, the rival seems to have gotten even a little better.

Stalker: The character has the tendency to stalk others. They well try to follow them around to see where they are going or keeping an eye on them. They are interested in finding out as much information as they can, knowing who they talk to, what messages they are getting, etc... The reason for the stalking can vary, it could be someone they are interested in or someone they think is up to something.

Superiority Complex: It is the belief that the character is better then almost everyone else. They like to prove it, or rub it in whenever they can.

Testy: The character is impatient and easy to set off, the littlest thing can start them complaining and bitching. The character will have a short fuse when things aren't going their way, when bored, or they feel out of place.

Tough Act: Looking tough is very important at all times, can't look weak or vulnerable, that would be ruin the image. The character will consider most wounds to be just a scratch, and refuse help or medical aid unless they are under half hit points.

Luck Point Cost for Talents and Flaws

Characters are not always created correctly the first time around. It is sometime necessary to allow a player to change around the points on a character sheet. This is sometimes necessary when new rules (Like this book) are added to the game and an already played character wish to use some of the new talents or flaws. Or the player enjoys playing the character, but unfortunately an old flaw is too crippling, or has a talent that seldom gets used. Instead of just tossing the character and starting over, the player is given a chance to upgrade and change, with Architect approval of course.

If the Architect decided to allow a character to Buy or Sell a Talent, or Buy off a Flaw the following is the point cost in luck for talents and flaws.

Minor Talent	100
Major Talent	250
Flaw	100

This should only be done after a campaign, when introducing an old character to a new game, or other similar situations. A player should not try and redo a character after every game session; the option is to allow a character to change over time.

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New System Rules

These are rules that will help the Architect deal with in system mechanics. More detailed rules for situations that might come up in game play. Opening up new possibility in game play for the Architect and players. Like all rules presented here, each is up to the Architect to decide if the rule fits into their style of game or not.

Experience Levels

During a game you will run into problems with characters and NPCs having similar stats and skill levels with no way to figure in the ability to apply that knowledge in a situation as a factor. Experience Levels is the extra knowledge of the veteran, someone who has been there and done it. Skill levels represents the characters knowledge in a subject not necessarily their expertise in applying it.

With each level the character can apply an extra dice when rolling, then choose the highest roll to the total and disregarding the others. Remember the character is not adding the totals just choosing the highest. Thus increasing the characters chance for a better roll, getting a critical success, and not fumbling. Experience Levels are gained overtime, and should only be changed between campaigns. Characters can spend Luck Points to raise their experience level, each level has a Luck Point Cost (LPC), which they need to reach to achieve that level. Character can set aside Luck Points in a pool in small amounts if they like and when the total is reached they will go up to the next level. With each level raised the characters Power Ranking will also increase, add 5 points to a characters power ranking for each level of experience gained.

Experience level of the characters should be monitored closely by the Architect, it can be easily abused. The experience level is there to represent the over all know-how, seasoning, sophistication, understanding and wisdom, this does not come easily. The younger the character the less likely they will have been able to able to gain much in the way of real world experience, sure they may have skills that at high levels, but being able to apply that knowledge in difficult situations is never that easy. The more real world experience the character gains the higher experience level they will be able to achieve, the been there and done that knowledge. A teenage martial artist isn't going to be able to be gain Master experience level, but after decades of fighting you better believe they have.

Level	Dice	LPC	PR+
Normal	1	0	0
Practiced	2	250	5
Veteran	3	500	10
Master	4	1000	15